KEMCO ▲ SEIKA

NES-2R-USA ★

ROCKET RANGER™

INSTRUCTION BOOKLET

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PRECAUTIONS ON MACHINE CARE AND PLAYING THE GAME

1. This Nintendo Entertainment System is a very fine instrument. Keep it away from very high temperature and mechanical shock, at all times. Never disassemble it for any reason.
2. Never touch the terminals with your bare hands or get them wet. This could cause damage.
3. Do not clean the case with solvents of any kind, such as thinner, benzene, alcohol, etc.
4. If you play the game for a long period of time, please take a short rest of 10 to 15 minutes, about every 2 hours, for your health.

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

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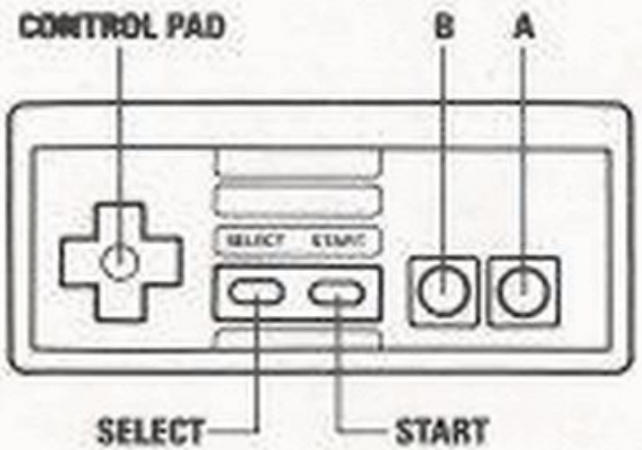
The year is 1990. Low in the night sky appears an alien moon from which waves of ships descend upon Europe. Their occupants establish a new country called Greater Leutonia. The evil Leutonians, led by Colonel Krag, set out to conquer the world. In the wee hours of the morning the Leutonians land a zeppelin in

Washington DC and kidnap Dr. Barnstorff and his beautiful daughter, Jane.

It's all up to you, a young American scientist, and your newly perfected rocket powered flying suit. Only you, by becoming Rocket Ranger, can rescue the Barnstorffs and save the world from the oppressive rule of the Leutonians. Go to it!



NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS:

Only controller 1 is used for this game.

Control Pad:

Used to move Rocket Ranger, aim weapons, and to aim punches.

SELECT Button:

Used to advance time by one month when in the War Room.

START Button:

Used to start the game and to pause the game.

A Button:

Used to make a selection, fire your weapon, or throw a punch.

B Button:

Not used.

HOW TO PLAY:

Starting the Game:

At any time during the title sequence, press the START button to begin the game.

The Objective:

Your objective is to prevent the Leutonians from conquering the world and rescue Dr. Barnstorff and his daughter. To do this, you must steal the five parts necessary to build a rocket and sufficient Lunarium fuel to take you to the alien moon. The Leutonians have established five secret rocket labs somewhere in the world. You must locate these labs and steal one part from each lab. In addition, the Leutonians are importing Lunarium from their lunar base to build bombs. You must find where these Lunarium shipments are arriving and steal the necessary fuel for your rocket. You can accomplish this by attacking the facility yourself or by your agents mounting a successful resistance effort.

Once you have built your rocket and acquired enough Lunarium fuel, you must pierce their lunar defenses and rescue Dr. Barnstorff and Jane. All this must be accomplished before the Leutonians conquer the United States. Nobody said this superhero stuff was going to be easy!

Playing the Game:

After reading the introductory text, you will be presented with the Main Menu.

To make a selection from the menu, use the control pad to move the cursor to the desired selection and press the A Button. This Main Menu is available whenever you are in the United States.

WAR ROOM:

Your progress, as well as that of the Leutonians, is monitored from the world map.

The top of the screen shows the current date as well as the Leutonian efficiency. The higher the Leutonian efficiency, the more rapidly they will occupy countries. By destroying their bases you can lower their efficiency.

United States Leutonia

Here are the symbols used on the map:

Pointer

Rocket Ranger

Zeppelin

Agent
(Black if low risk cover, white if high risk cover, blinking if new information to report)

Leutonian Base

Leutonian Rocket Lab

Leutonian Occupied Country

Lunarium Storage Facility

USING AGENTS:

To assist you in your challenge, you are assigned five top agents. These agents can be a valuable source of information about the activities of the Leutonians. You control both the placement and actions of the agents. However, you cannot remain in the United States for more than one year or you will be arrested for cowardice. After all, super heroes are expected to take action!

To command your agents, position the pointer over an agent and press the A Button. You will then be shown a menu like the screen at right.

The first line shows the current country. The second line indicates whether or not the agent has managed to infiltrate the country.

The third line shows the current orders being carried out by the agent. Agents can be commanded to Infiltrate or Start Resistance. A country must first be infiltrated before you can start a resistance movement. In order to obtain the necessary Lunarium to power your rocket, you must steal it from the Leutonian rocket base. This can be accomplished

either by you directly defeating the forces at the rocket base, or by your agents mounting a successful resistance. If you, as Rocket Ranger, defeat the forces that guard the rocket base, your rocket pack will be filled. If your agents conduct raids on the rocket base, the Lunarium they acquire will be automatically transferred back to your base in the United States.

The fourth line shows the cover status of the agent. Agents with Low Risk cover are less likely to be found by the Leutonians and show up as black symbols on the map. However, they will take longer to carry out your orders. Agents with High Risk cover are much more likely to be discovered by the Leutonians but can carry out your orders more quickly. High risk agents are shown as white symbols on the map.

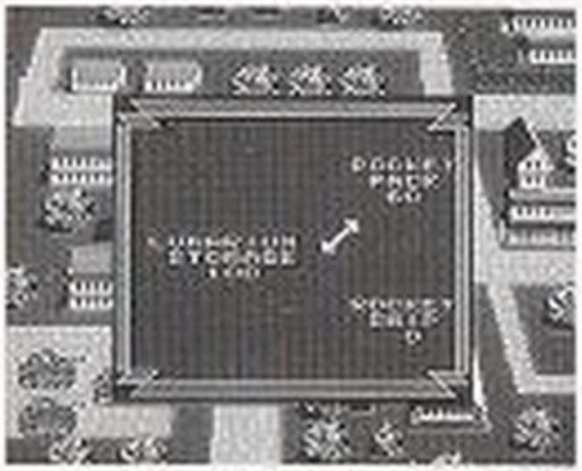
The next two lines report the number of agents assigned to the current country and the number in reserves. You can change the number of agents by moving the cursor up to the AGENTS line and holding down the A Button. When you

hold down the A Button, the word AGENTS will change to TRANSFER. You can then use the left and right directions on the control pad to move agents to and from reserves to assigned status. By transferring agents to reserves, you can pick them up and assign them to any other country.

The CHANGE ORDERS and CHANGE COVER options let you change the current orders and cover status of your agents. To change these items, move the cursor to the desired selection and press the A Button.

The REPORT option will request a report from the agents. This option will be blinking if the agent has new information to report. In addition, the agent's symbol on the map will be blinking. This is a valuable source of information about the location of rocket labs and enemy bases.

The CONTINUE option will take you back to the map. To leave the War Room, move the pointer to the United States and press the A Button.



FUEL DEPOT:

The fuel depot lets you transfer Lunarium between storage, your rocket pack, and the rocket ship you must build. Lunarium is necessary to power both your rocket pack and the rocket ship. You must manage your supply of Lunarium wisely!

To transfer Lunarium, use the Up and Down directions on the control pad to move the white arrow so that it points to the two places you wish to transfer between. Next, use the Left and Right directions on the control pad to transfer the Lunarium. Press the A Button when you are done.

ROCKET LAB:

The Rocket Lab will show you how many pieces of the rocket you are missing and the amount of Lunarium that you need to acquire. When you have the necessary rocket parts and Lunarium, you can launch your rocket from the Rocket Lab.

TAKE OFF:

This allows Rocket Ranger to travel from the United States to another destination. When you choose to take off, you will be shown a map like the one in the War Room. Move the pointer to your chosen destination and press the A Button; the screen at upper right will then appear.

This shows you the amount of Lunarium you need to reach your destination and the amount of Lunarium you have available in your rocket pack. Choose CANCEL to choose a different destination or ACCEPT to go to your chosen destination.

When you have arrived at a new destination outside the United States, the screen at lower right will appear. The Pick Destination option will permit you to choose a new destination. The Send S.O.S. option will call for help from American forces. This is useful for returning to the United States even when you do not have enough Lunarium to make it back home.

THE CHALLENGES YOU FACE:

You will face many challenges as you attempt to save the world. Among these challenges are:

The Zeppelin:

The Leutonians have kidnapped the Barnstorffs and are transporting them back to Greater Leutonia in the zeppelin. You can rescue the Barnstorffs by destroying the zeppelin. To do this, you must first destroy some of the aerial torpedoes with your laser pistol. This will permit you to get close enough to the zeppelin to shoot the gunners in the gondola of the zeppelin. Be careful to hit only the gondola! After all, the zeppelin is filled with flammable gas!

The Leutonian Air Force:

The Leutonian bases are protected by squadrons of Leutonian fighters. In order to attack the base you must first destroy the fighters.

The Temple:

Some of the Leutonian rocket labs are located deep within the ruins of ancient temples. These temples are dotted with gun emplacements. You must knock out each of the gun

emplacements in order to gain access to the rocket parts.

Hand to Hand Combat:

The rocket labs are guarded by macho, burly soldiers. No fancy weapons here, just good old bare knuckles.

To protect yourself from punches to the head, press Up or Down on the control pad. To protect yourself from punches to the body, press Left or Right on the control pad.

To throw a punch, hold down the A Button and press a direction on the control pad. Press Up to throw an upper cut, Right to throw a right cross, Left to throw a left cross, and Down to throw a punch to the body. The strength of the fighters is indicated by the bar graph at the bottom of the screen.

The Lunar Base:

After landing your rocket on the lunar base, you must eliminate the female Leutonian guards. Use the control pad to take careful aim and press the A Button to fire your pistol. If you succeed, you will face one final challenge. As you do so, remember the importance of the look in the eyes of the aliens!

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the recieving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that Control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communication Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4

90-DAY LIMITED WARRANTY KEMCO/SEIKA GAME PAKS

90-DAY LIMITED WARRANTY

SEIKA Corporation warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK")(not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, SEIKA will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the SEIKA Consumer Service Department of the problem requiring warranty service by calling 1-800-962-5040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Seika Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with our sales slip or similar proof-of-purchase within the 90 day warranty period to:

Seika Corporation
20000 Mariner Avenue, Suite 100
Torrance, CA 90503

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the SEIKA CORPORATION Consumer Service Department at the phone number noted above. If the SEIKA Service Representative is unable to solve the problem by phone, he may advise you of the approximate cost for SEIKA to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to SEIKA, and enclose a money order payable to SEIKA for the cost quoted you.

If after personal inspection, the SEIKA Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

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